import pygame

pygame.init()

screen\_width = 1000

screen\_heigth = 1000

#Game Window

screen = pygame.display.set\_mode((screen\_width, screen\_heigth))

#Game Object

player = pygame.Rect((200, 300, 50, 100))

#Game loop

while 1:

screen.fill((0,0,0))

pygame.draw.rect(screen,(255,0,0),player)

#Controls

key = pygame.key.get\_pressed()

if key[pygame.K\_a] == True:

player.move\_ip(-1,0) #increases x coordinate by 1

elif key[pygame.K\_d] == True:

player.move\_ip(1,0) #decreases x coordinate by 1

elif key[pygame.K\_w] == True:

player.move\_ip(0,-1) #decreases y coordinate by 1

elif key[pygame.K\_s] == True:

player.move\_ip(0,1) #increases y coordinate by 1

#Event handler

for event in pygame.event.get():

#Event

if event.type == pygame.QUIT:

break

#Update display

pygame.display.update()

pygame.quit()